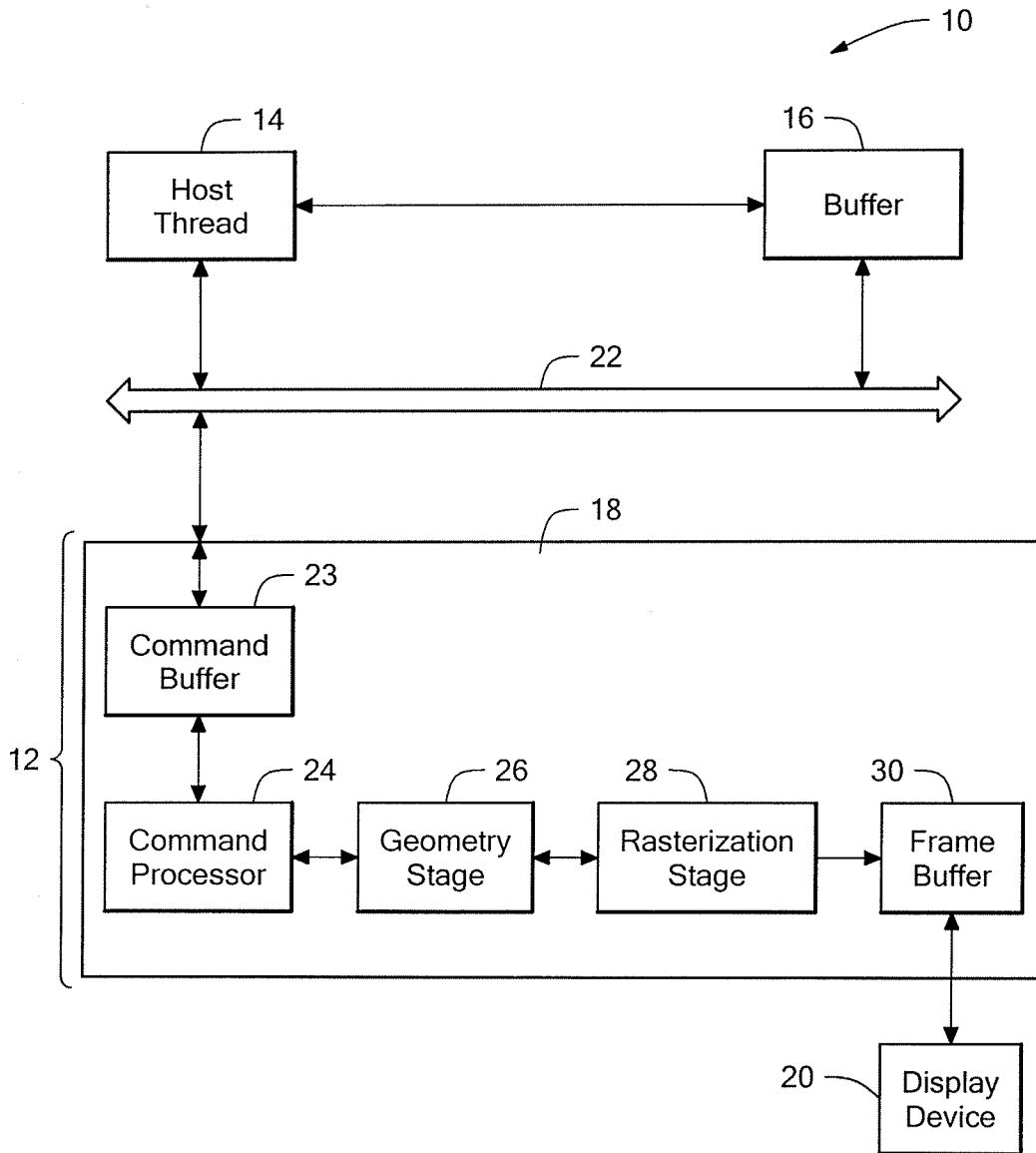
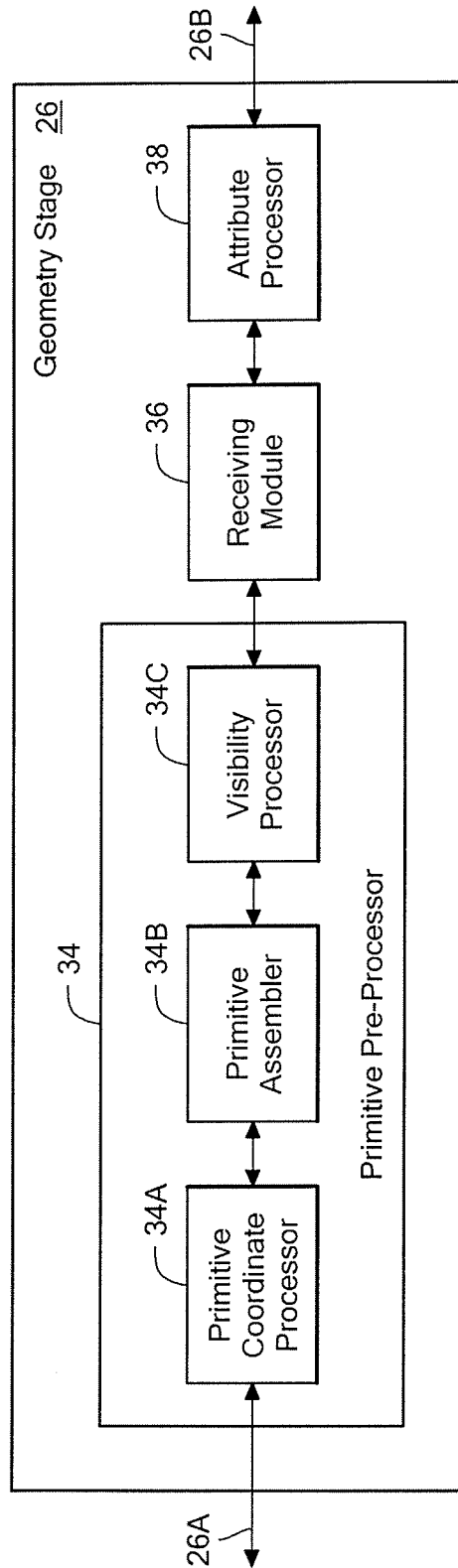


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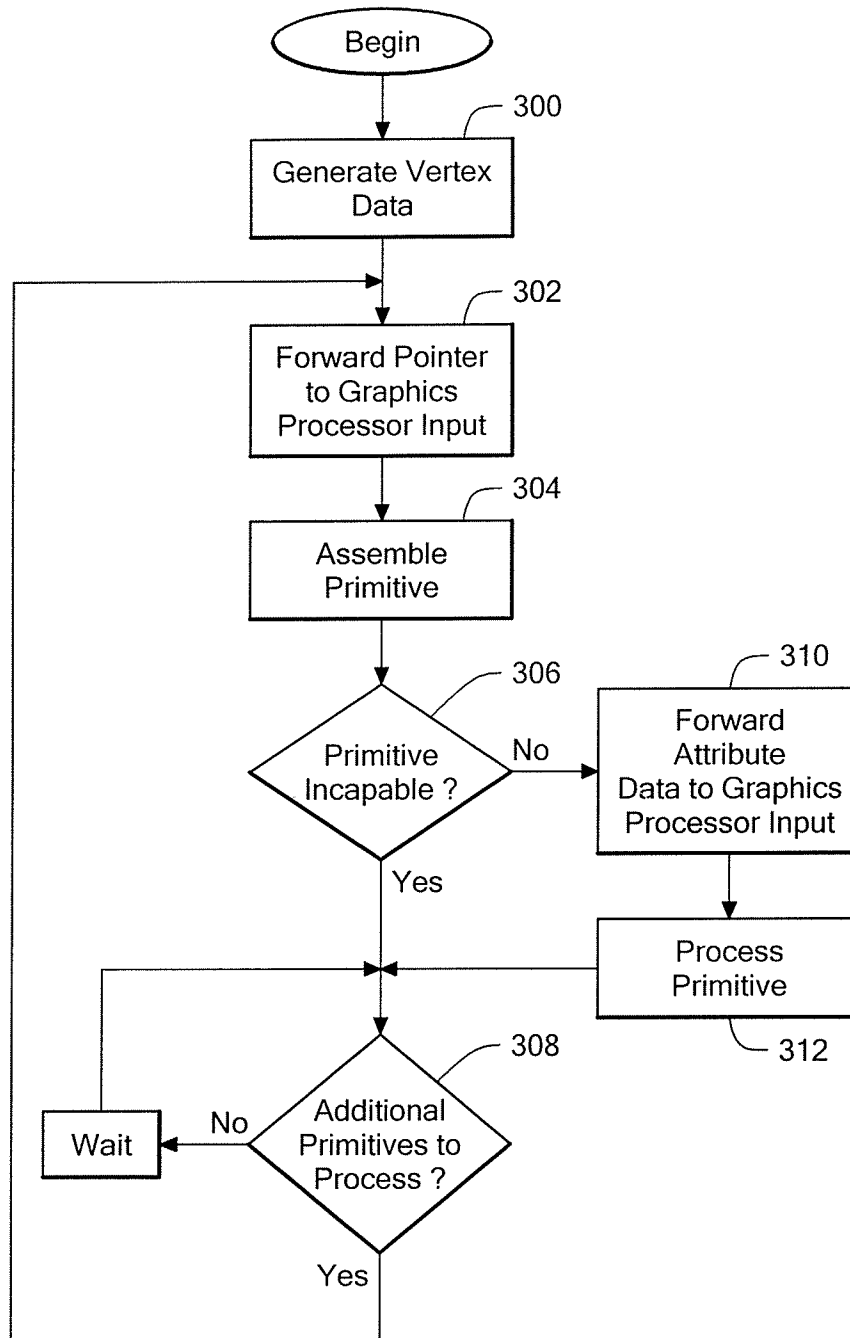


**FIG. 1**

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**FIG. 2**



**FIG. 3**

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Buffer

Address 0	Normal V1	Texture V1	Position V1
Address 1	Normal V2	Texture V2	Position V2
Address 3	Normal V3	Texture V3	Position V3
•	•	•	•
•	•	•	•
•	•	•	•
Address N-1	Normal VN	Texture VN	Position VN

**FIG. 4**